

BLEEDING ICON

A common sight in the crimson skies above Khorne's domain in the Realm of Chaos, a Bleeding Icon can be summoned to the Mortal Realms to skewer from on high those who have displeased the Lord of Battle.

DESCRIPTION

A Bleeding Icon is a single model.

JUDGEMENT OF KHORNE

Summon Bleeding Icon: *With bellowed condemnations of the cowardly and the weak, the Khornate priest draws a Bleeding Icon through the veil that separates realities.*

At the start of your hero phase, 1 friendly **KHORNE PRIEST** can attempt to perform this judgement. If they do so, make a judgement roll by rolling a dice. On a 4+ the judgement roll is successful. If the judgement roll is successful, set up this model wholly within 8" of that **KHORNE PRIEST**.

ABILITIES

Drifting Menace: *Glowing red-hot with Khorne's fury, this brutal sigil is compelled across the battlefield with supernatural force.*

When this judgement is set up, the player who set it up can immediately make a move with it. In addition, at the start of each of their subsequent hero phases, the player who set this judgement up can make a move with it if it is still on the battlefield. When you move this judgement, it can move up to 8" and can fly.

Crushing Retribution: *The bloodied spikes of this judgement pulverise those beneath them with the crushing weight of a portcullis.*

After this model has moved, each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move, suffers D3 mortal wounds.

Sigil of Doom: *Shedding gore as it hovers menacingly in the air, the Bleeding Icon is a fearsome portent of doom.*

If a unit fails a battleshock test within 3" of any models with this ability, add D3 to the number of models that flee. This ability has no effect on **KHORNE** units.